

# Nintendo ENTERTAINMENT SYSTEM



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**EmuMovies**

Printed in Japan

# Nintendo ENTERTAINMENT SYSTEM



## F-15<sup>TM</sup> STRIKE EAGLE

AMERICA'S  
HOTTEST  
JET FIGHTER!

MICROPROSE<sup>TM</sup>  
THE ART OF THE GAME

NES-BF-USA



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## ADVISORY READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Persons who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: aligned vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

### WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System<sup>®</sup> (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Nintendo Software, Inc. nor Nintendo of America, Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; after food or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



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ENTERTAINMENT  
SYSTEM<sup>®</sup>

## F-15 STRIKE EAGLE PILOT'S MANUAL

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## QUICK START

### GETTING STARTED

YOU are about to become a member of the elite, the most highly-trained and highly-motivated force in history. YOU are now the pilot of an F-15 STRIKE EAGLE!

1. Make sure the power switch is OFF.
2. Insert the F-15 Strike Eagle cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.
4. Press START on your controller.

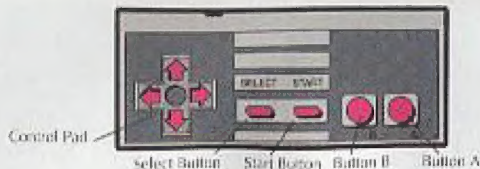
### PREPARE FOR TAKEOFF!

All you have to do to get right to the action is just keep pressing START until you get to Sortie Takeoff!

1. **Game Option Screen.** Press START to choose a one pilot game.
2. **Name Entry Screen.** Enter your name, or press START to skip name entry.
3. **Challenge Level Screen.** Press START to choose Altman level.
4. **Sortie Area Screen.** Press START to choose Libya 1986.
5. **Briefing Screen.** Note your target, then press START to start play.



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**CONTROL PAD:** This is your "joystick."

- Pressing Left or Right makes your plane roll. The farther it rolls (without rolling over), the faster it turns.
- Pressing Up makes the plane dive.
- Pressing Down makes the plane climb.

**BUTTON A:** Fires your automatic cannon.

**BUTTON B:** Launches a missile.

**START:** Drops a decoy.

**SELECT:** Pauses the game, and calls up the WSO (Options) screen.

*Combat Pilot and Ace levels:*

**SELECT+BUTTON A:**  
selects decoy type

**SELECT+BUTTON B:**  
selects missile type

**SELECT + CONTROL PAD UP:**  
Increases speed.

**SELECT + CONTROL PAD DOWN:**  
Decreases speed.

## TWO-PLAYER PILOT AND WEAPONS OFFICER

In this mode, each player has his or her own hand controller. The **Pilot's** controller (#1) works just like in the one-player game.

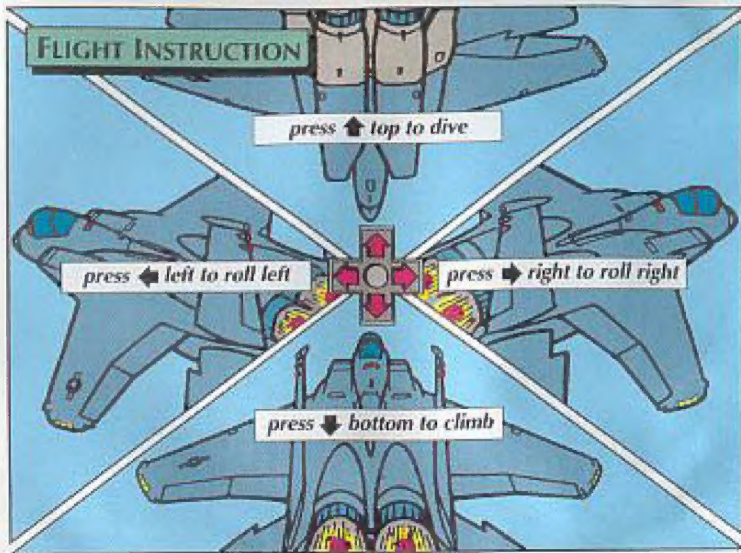
The **Weapons Systems Officer** ("Wizzo") uses controller #2:

- Button A fires **cannon**.
- Button B launches **missile**.
- START button launches **chaff**.
- SELECT button launches **flare**.
- Control Pad Up/Down changes **throttle**.
- Control Pad Left/Right selects **missile type**.  
(Control Pad functions in *Combat Pilot* and *Ace* levels only.)

## HOW TO FLY THE F-15 STRIKE EAGLE

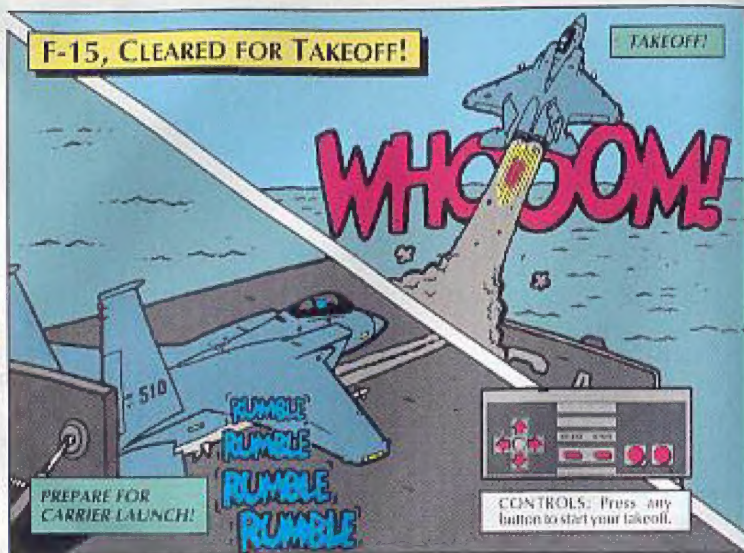
- Turn on your Nintendo NES<sup>®</sup> and press START.
- *Game Option*: press START for one pilot.
- *Name Entry*: enter your name, or press START to skip on.
- *Challenge Level*: use your Control Pad or SELECT to highlight the level you want, then press START.
- *Sortie Area*: press START to choose Libya 1986.
- *Briefing*: press START to start your Sortie.

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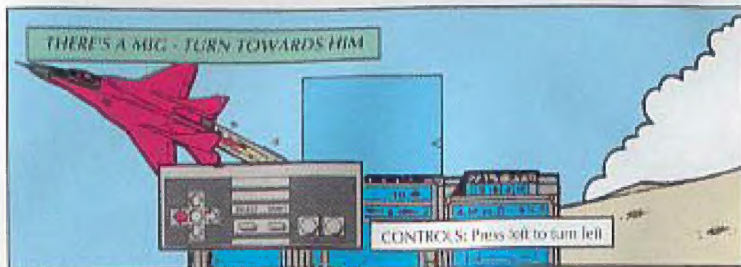




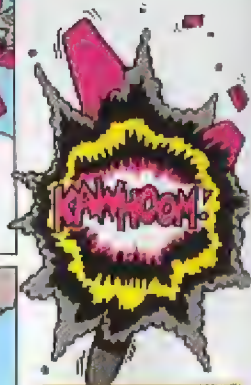
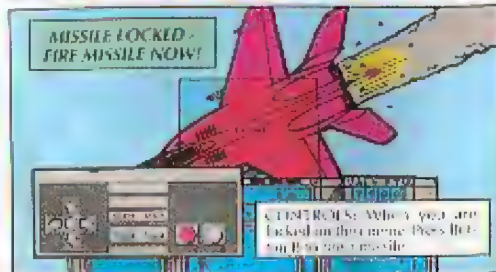
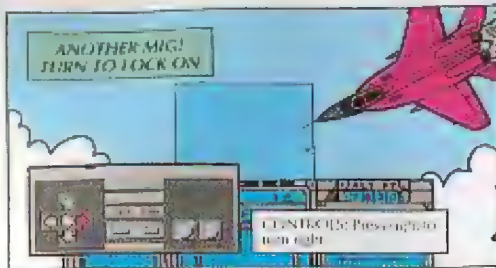
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**YOU GOT HIM!**  
Remember when the enemy was the enemy in the old ID the lock was a status and it was the lock in the search.

### START OVER...

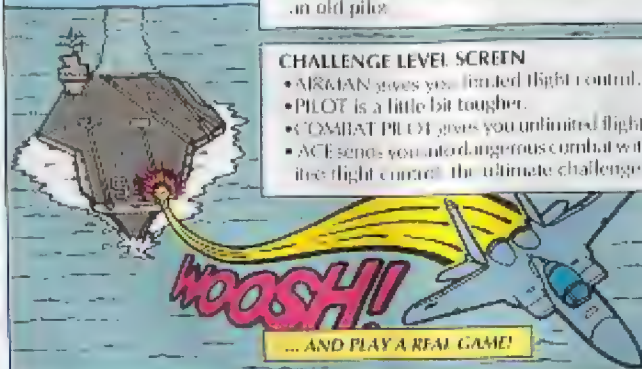
Keep pressing START until you get back to the Game Option screen.

### GAME OPTION SCREEN

- **ONE PILOT** is a one-player game.
- **TWO PILOTS**: choose from Pilot and Weapons Officer (two players simultaneously) or Pilots Take Turns.
- **SAVED PILOT** lets you enter a code to bring back an old pilot.

### CHALLENGE LEVEL SCREEN

- **AIRMAN** gives you limited flight control.
- **PILOT** is a little bit tougher.
- **COMBAT PILOT** gives you unlimited flight control.
- **ACE** sends you into dangerous combat with unlimited flight control: the ultimate challenge!



... AND PLAY A REAL GAME!

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## SORTIE OPTIONS

LIBYA 1986  
H2/H3 ZONE  
IRAQ-KUWAIT BORDER  
KARDAIA REGION  
HASRA REGION  
SOUTHERN KUWAIT  
BAGHDAD REGION

These are the Sortie Areas over which you choose from. The sorties at the top of the list are much easier than the ones at the bottom. The Libya area defenses are nothing compared to what you'll find over Baghdad!



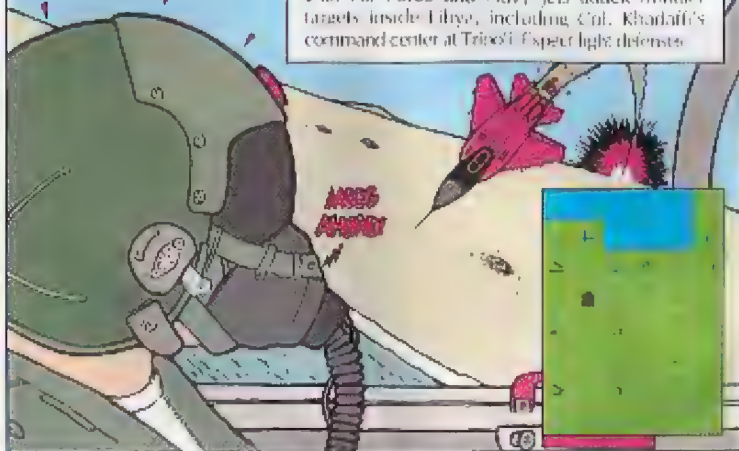
THE LATER SORTIES  
ARE TOUGHER.

BUT THAT'S WHERE  
YOU EARN THE  
HIGHER MEDALS!



### LIBYA 1986

In retaliation for Libyan-sponsored terrorist attacks on American citizens, on April 15, 1986 U.S. Air Force and Navy jets attack military targets inside Libya, including Col. Khadaffi's command center at Tripoli. Expect light defenses.



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## H2/H3 ZONE

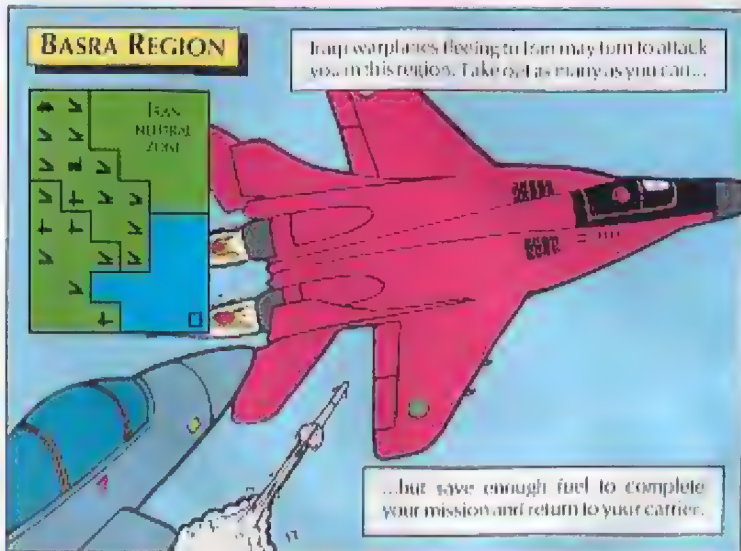
You'll be taking off from CV America in the Red Sea and flying over Saudi territory to reach western Iraq. Your targets include hardened Scud missile launch sites and mobile Scud launchers. You will be provided with last known locations of the mobile launchers, but you may have to search the area to find them.



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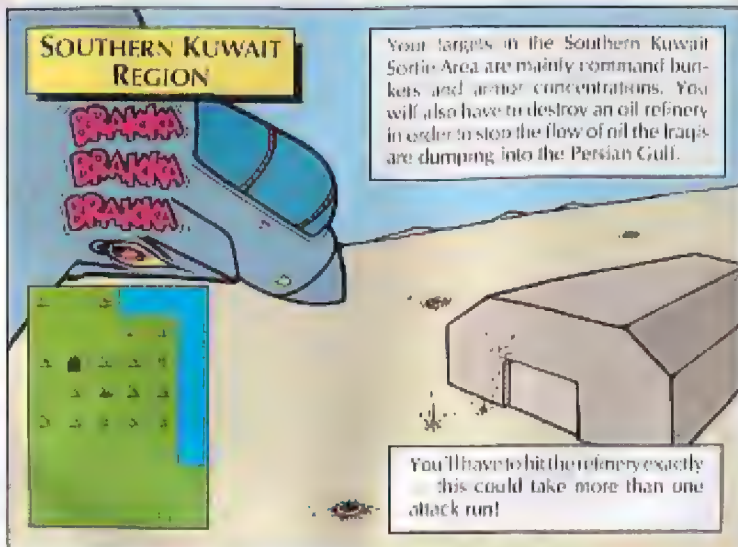




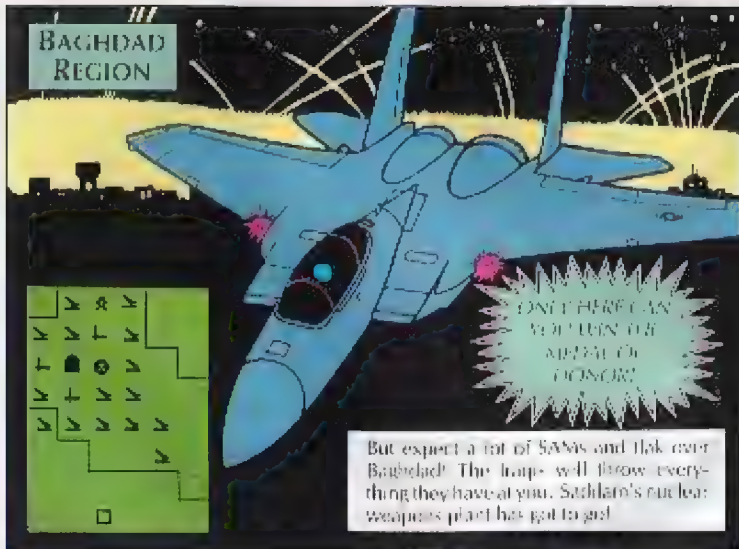




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## F-15 COCKPIT

This is the cockpit of your F-15 Strike Eagle. Study it carefully — the information it provides you can save your life!

NAVIGATION  
WARNING  
Follow this to  
your target

HEAD  
Up/Down Display  
  
DECOY DISPLAY  
Shows how many you have  
of each type of decoy  
  
MISSILE DISPLAY  
Shows how many you have  
of each type of missile

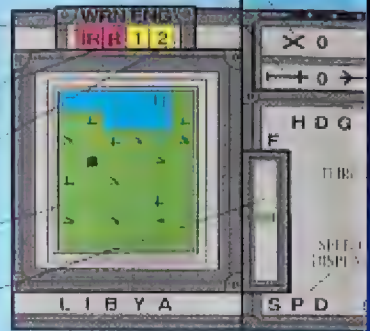
INTERNAL  
MISSILE WARNING

RADAR  
MISSILE WARNING

ENGINE  
DAMAGE TELLTALES

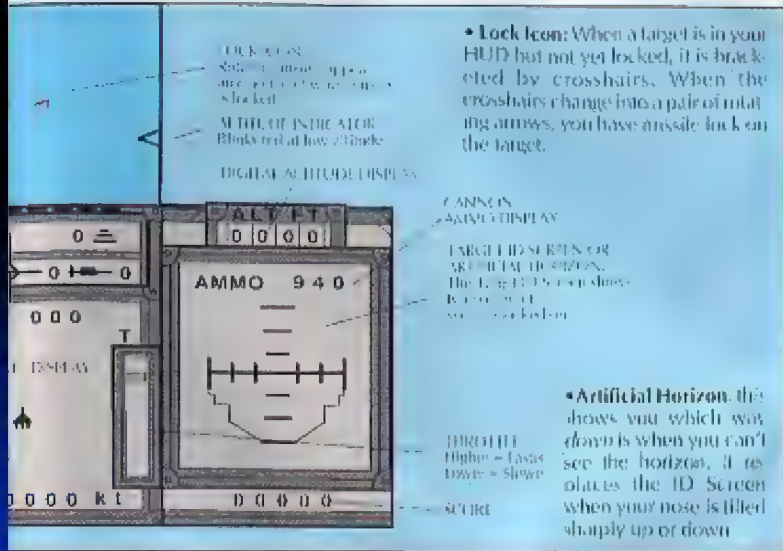
SCOUT AREA MAP

HEAD  
Up/Down Display



•Engine Damage Telltales  
These turn red and flash  
when your F-15's engines  
have sustained damage. If both  
are red, you're in trouble!

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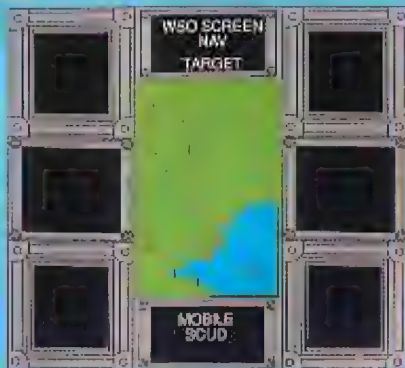
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## FINDING YOUR TARGET



Press **MOBILE** to turn  
on the **WIZZO** display.

Press **Select** to pause the  
subtle and go to your **WIZZO**  
display. At **Airman** and **Pi-  
lot Challenge** levels you can  
choose to navigate toward  
your **Target** or your home  
**Base**.

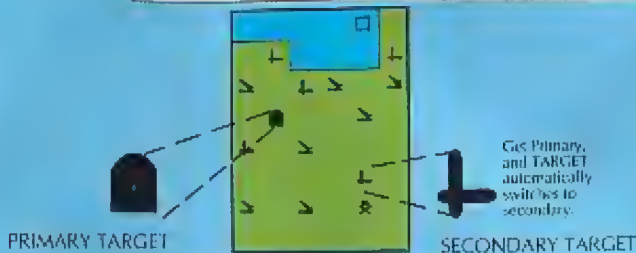




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## TARGET

If you choose **TARGET**, the flashing Navigation Arrow at the top of your right screen shows you which way to steer to go toward your target. (A Sontar always starts with the Arrow pointing toward your **PRIMARY TARGET**.)



## BASE

If you choose **BASE**, the flashing Navigation Arrow stores you toward your Home Base. (When you've destroyed the Primary and all Secondary Targets, the Arrow automatically points toward your Base.)

### ADVANCED WSO DISPLAY



Press SELECT to  
View WSO Display

At Combat Pilot and Ace  
Challenge Levels, your  
"Wizzo" display has addi-  
tional options.

As an Ace, you are en-  
titled to a greater choice  
of weapons and defenses.



### SIDEWINDER



AIR-TO-AIR "Sidewinder", a heat-seeking air-to-air missile. Use at short range.

### AMRAAM



AIR-TO-AIR "AMRAAM", a radar-guided air-to-air missile. Use at long range.

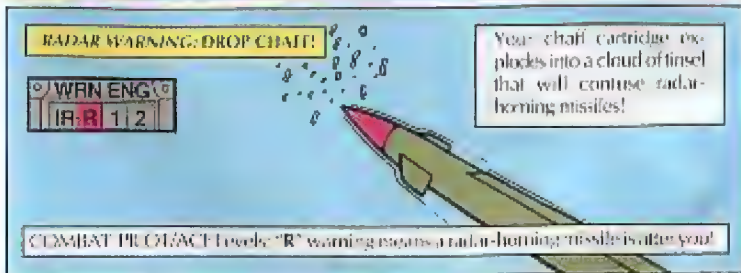
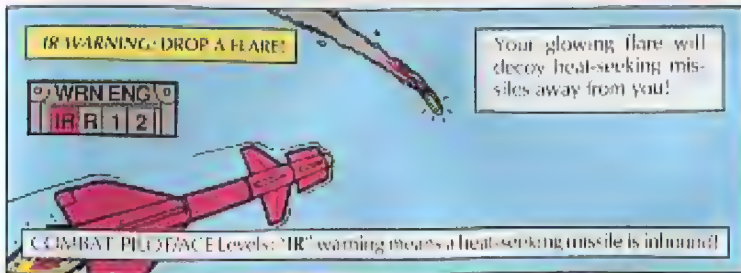
### MAVERICK



AIR-TO-GROUND "Maverick", a video-guided "smart" missile. Use on all ground targets.

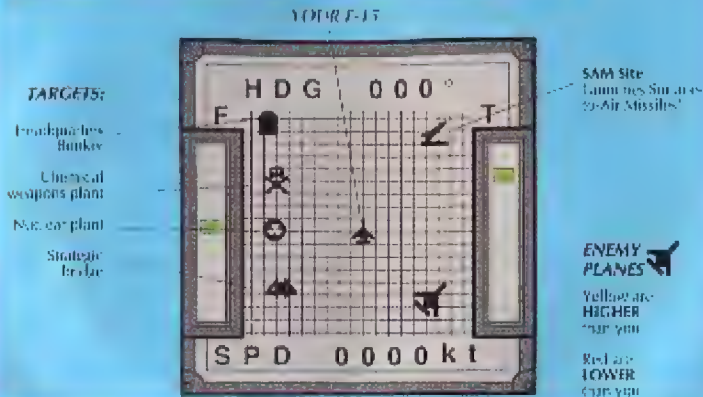


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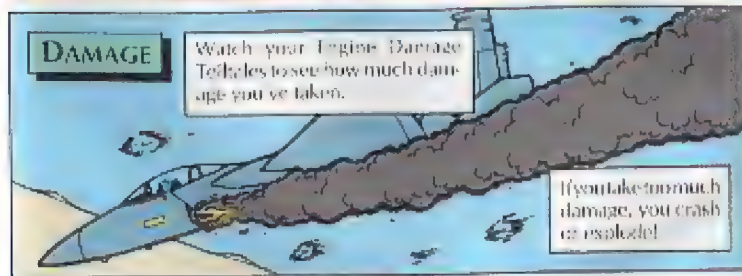
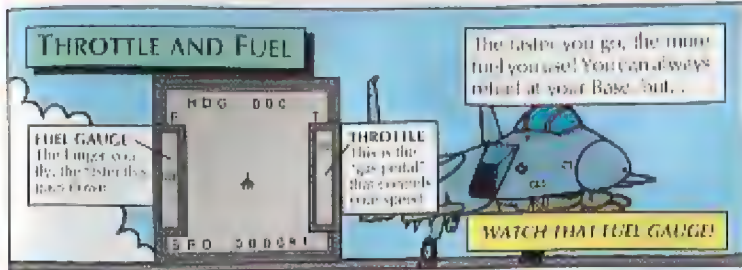




### USING THE RADAR: YOUR THREAT DISPLAY



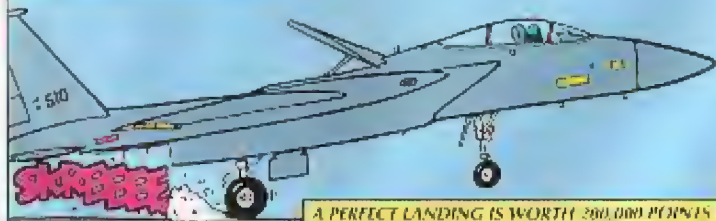
The Threat Display shows your F-15 in the center, and nearby enemies around it.



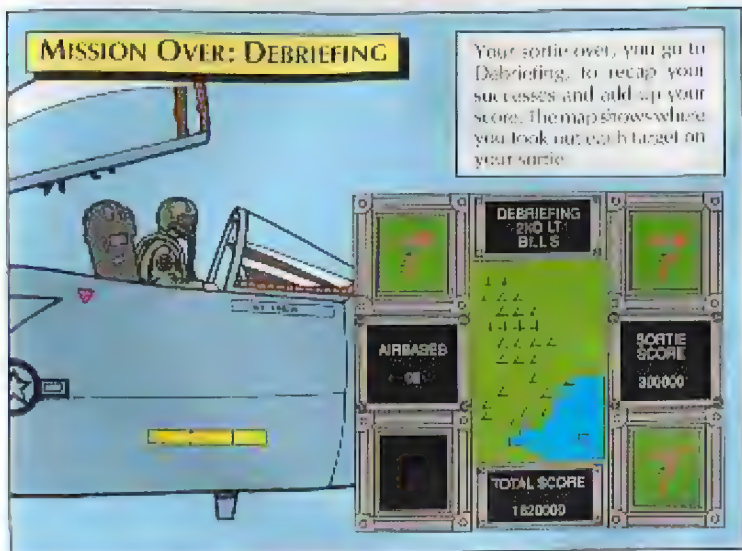
### ADVANCED TACTICS: LANDING

**LANDING APPROACH:** IN the Combat Pilot and Ace Challenge Levels, you have no automatic landing capability. To land, approach your base below 10,000 ft (10K, in the red altitude zone) with level wings.

**LANDING CONTROL:** Use your control pad to steer the plane - try to keep the landing brackets centered on the runways. Your throttle will automatically decrease.



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## SCORING

All scores are at Airman level. At higher Challenge Levels, targets are worth more!



Red enemy plane  
20,000 points



Red Blimp  
10,000 points



SAM Site  
20,000 points



Air base  
20,000 points



Blue enemy plane  
20,000 points

## Primary and Secondary Targets

Primary Targets: 100,000 points Secondary Targets: 50,000 points



Headquarters Bunker



Chemical plant, Weapons Factory



Strategic Bridge



SAM Missile Launcher

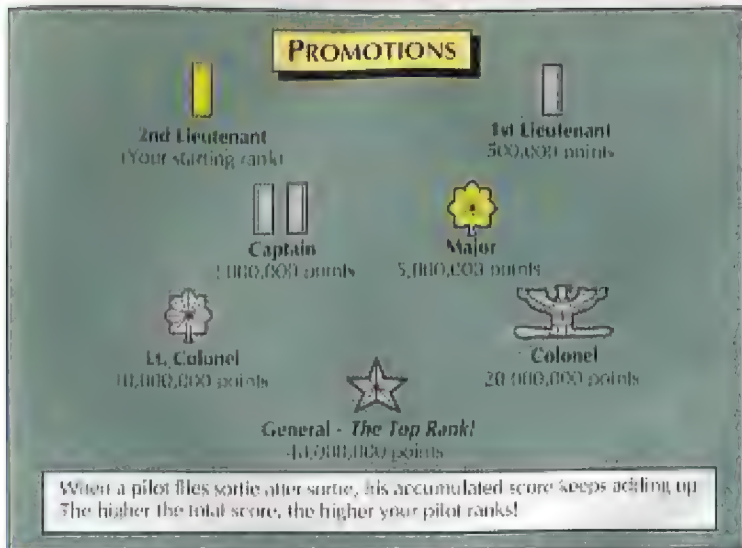


Airplane Carrier



Nuclear Weapons  
Research Plant

The Primary Target is always the first target you are directed to in a Sortie. After it is eliminated, you are directed to two Secondary Targets, one after another.





## MEDALS FOR VALOR



**Achievement Medal**  
1,000,000 points  
All Sortie Areas



**Commendation Medal**  
2,000,000 points  
F12-F13 Sortie Area



**Bronze Star**  
3,000,000 points  
Iraqi Border Sortie Area



**Silver Star**  
4,000,000 points  
Northwestern Sortie Area



**Distinguished Flying Cross**  
5,000,000 points  
Border Sortie Area



**Air Force Cross**  
6,000,000 points  
Korean Sortie Area

A medal is awarded for achieving a high score in a single sortie. Each medal lists the score needed for the award, and the first Sortie Area in which it can be earned. For example, you can win only the Achievement Medal in the Libya Sortie Area, but in the F12-F13 Area you could also win the Commendation, and in the Iraqi Border Area you could also win the Bronze Star.

F-15'S HIGHEST AWARD:

THE CONGRESSIONAL MEDAL  
OF HONOR

MAJOR BILL



You can win the Medal of Honor only if you score over 8,000,000 points in the Baghdad Sortie Area!

## SAVING YOUR PILOT

*F-15 STRIKE EAGLE* lets your pilot fly again and again with a simple entry code system. First, record your pilot's name on the **Name Entry** screen.



By saving your pilot and flying repeated sorties, your pilot accumulates more points and earns a higher rank!

*F-15 STRIKE EAGLE*

PLAYER ONE ENTER NAME

**BILL S**

Press the Control Pad to change letters. Press a button to Choose a letter. Select END to continue.

## RECORD YOUR CODES

If you're planning to quit after a sortie, be sure to copy down the pilot code displayed after the debriefing and awards.

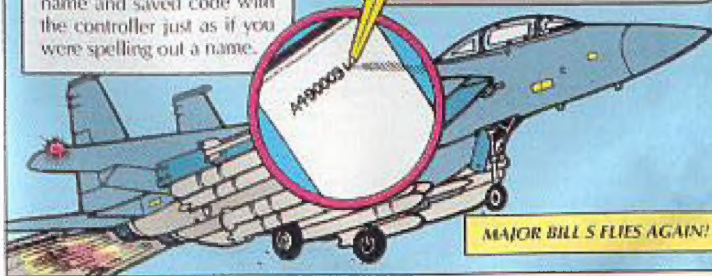
When you play again, choose **SAVED PILOT** and enter your name and saved code with the controller just as if you were spelling out a name.

F-15 STRIKE EAGLE

THIS IS YOUR PILOT CODE

A490003F600402

WRITE IT DOWN



MAJOR BILL S FLIES AGAIN!

## CREDITS

**Project Leaders:** Tony Parks  
**Game Designers:** Lawrence Schick with Doug Kaufman  
**Game Graphics:** Matt Scibilia  
**Game Programming:** Roy Gibson, Jim Thomas, David Wagner  
**Music & Sounds:** Ken Lagace  
**Manual Graphics & Design:** Mike Gibson, Iris Idokogi, Cheri Glover  
**Quality Assurance:** Al Roireau, Chris Taormino, Rob Snodgrass  
**Package Design:** Moshe Milich

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

### **How to Identify and Resolve Radio-TV Interference Problems.**

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 704-006-00045-4.



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